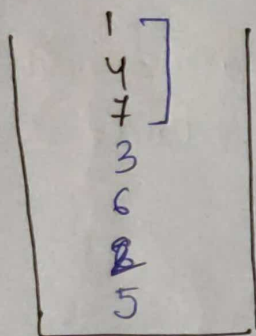
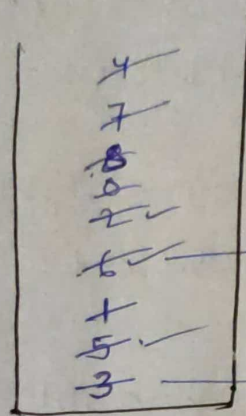
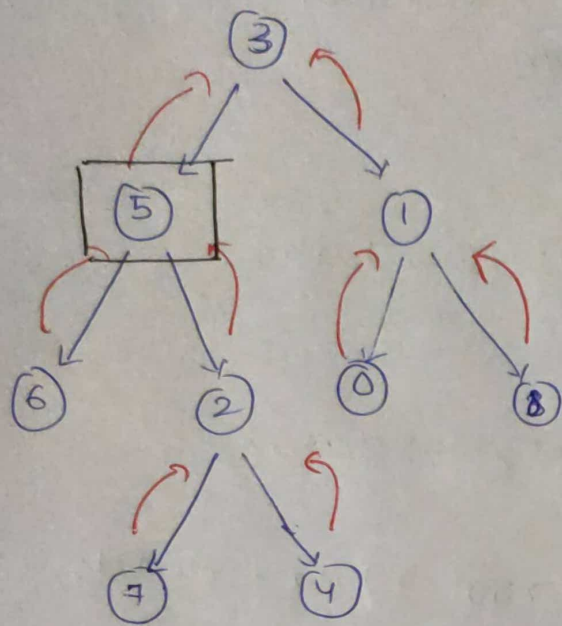


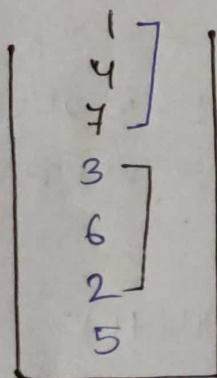
# # Nodes at a distance K.

K=2 , target=5

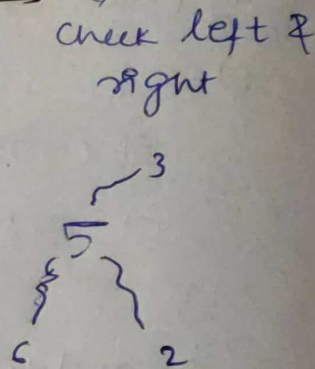
We need to perform the **BFS traversal**.



visited



Queue.



- check from node 5 (the left, right and parent node) & push them into the queue and also in the visited ds.

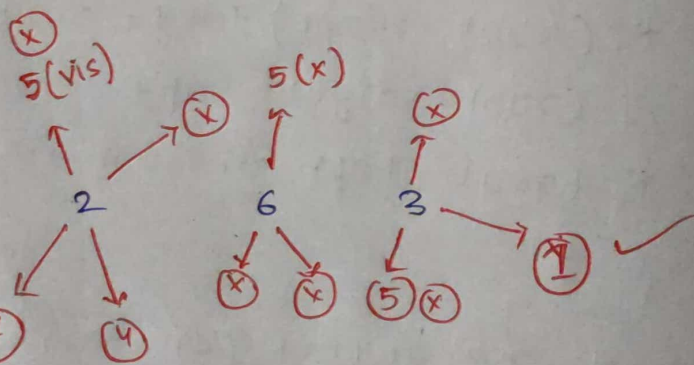
dis =  $\phi \times 2$

- check (2, 6, 3)

node 3  $\rightarrow$  node 1

as node 1 is not visited before push.

distances increases by 1 , dis  $\rightarrow$  1  $\Rightarrow$  dis  $\Rightarrow$  2.



- check parent
- move by 1 dist.

That's what we wanted.

last nodes vis must be pushed into some vector and return.

[1 | 4 | 7]

```
void markParents (TreeNode * root, unordered_map <TreeNode*,  
TreeNode* > & parent_track, TreeNode * target)
```

```
{  
    queue <TreeNode* > q;  
    q.push(root);  
    while (!q.empty()) {  
        TreeNode * current = q.front();  
        q.pop();  
        if (current->left) {  
            parent_track[current->left] = current;  
            q.push(current->left);  
        }  
        if (current->right) {  
            parent_track[current->right] = current;  
            q.push(current->right);  
        }  
    }  
}
```

```
vector <int> distanceK (TreeNode * root, TreeNode * target,  
int k) {
```

```
    unordered_map <TreeNode*, TreeNode* > parent_track;
```

```
    markParents (root, parent_track, target);
```

```
    unordered_map <TreeNode*, bool> vis;
```

```
    queue <TreeNode* > q;
```

```
    q.push(target);
```

```
    vis[target] = level true;
```

```
    int curr_level = 0;
```

```
    while (!q.empty()) {
```

```
        int size = q.size();
```

```
        if (curr_level++ == k) break;
```

```
        for (int i = 0; i < size; i++) {
```

```
            TreeNode * current = q.front();
```

```
            q.pop();
```



```
if (current->left && !vis[current->left]) {
```

```
    q.push(current->left);
```

```
    vis[current->left] = true;
```

```
}
```

```
if (current->right && !vis[current->right]) {
```

```
    q.push(current->right);
```

```
    vis[current->right] = true;
```

```
}
```

```
if (parent_track[current] && !visited[parent_track[current]]) {
```

```
    q.push(parent_track[current]);
```

```
    vis[parent_track[current]] = true;
```

```
}
```

```
}
```

```
}
```

```
vector<int> result;
```

```
while (!q.empty()) {
```

```
    TreeNode * current = q.front();
```

```
    q.pop();
```

```
    res.push_back(current->val);
```

```
}
```

```
return result;
```

```
}
```

---

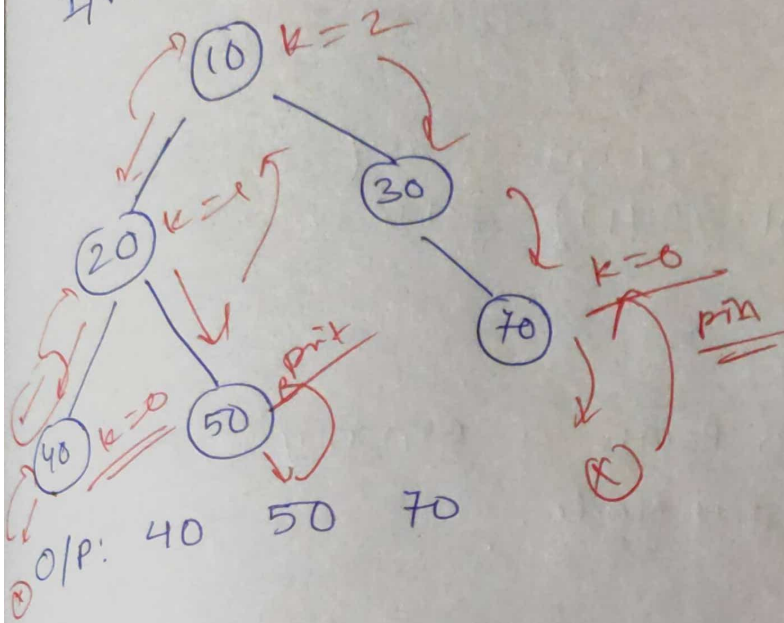
TC:  $O(n) + O(n) + O(n \log n)$

SC:  $O(n) + O(n) + O(n)$

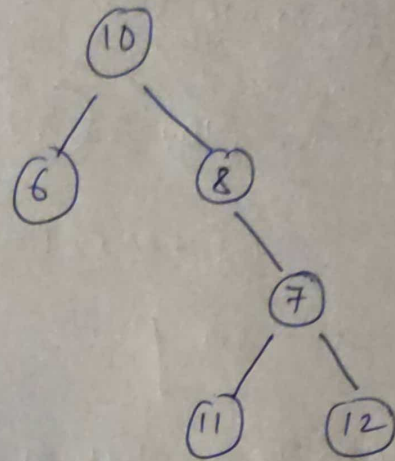
---

# Print Nodes at a distance K from root of BT.

I/P: K = 2

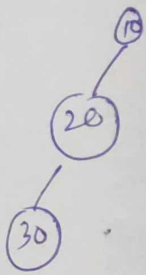


K = 3,



O/P: 11 12

K = 1,



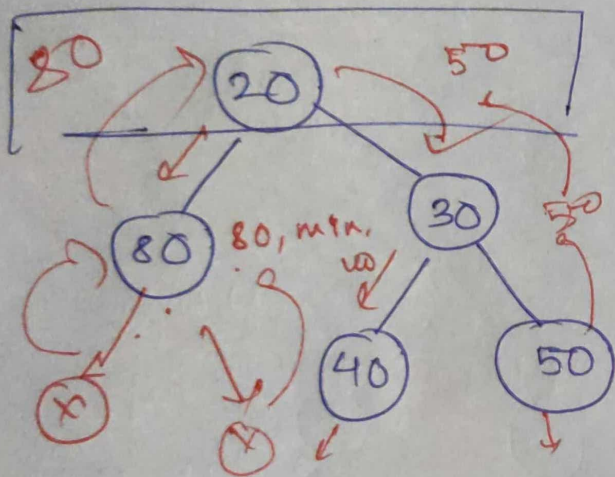
O/P: 20

Code:-

```
void printKDist (Node *root, int K) {
    if (root == NULL) return;
    if (K == 0) {
        cout << root->key;
    }
    else {
        printKDist (root->left, K-1);
        printKDist (root->right, K-1);
    }
}
```



### II Maximum Value Node In Binary Tree :-



```
int getMax (Node *root) {
```

if (root == NULL)

```
return INT_MIN;
```

else

return max (root->key,  
(getMax (root->left) & getMax (root->right))

$$T_{\max} = 80$$